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PERSISTENT REAL-TIME  
COLLABORATION****Publication Classification**(51) **Int. Cl.<sup>7</sup>** ..... **G06F 12/00**(52) **U.S. Cl.** ..... **707/201**(76) Inventors: **Werner Geyer**, Boston, MA (US);  
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(57)

**ABSTRACT**

A collaboration server is described that enables both real-time conferencing and content management. Thus, client applications can connect to the server to share data and collaborate in real-time. The server allows fine grained sharing of any type of content using generic shared objects (GSO). Each GSO holds one or more pieces of persistent information and defines a list of people who are allowed to access the information. Each GSO also represents a persistent conferencing session., i.e., if clients modify GSOs, modifications are broadcast to all the other clients on the list of the shared object if they are connected. The server also manages relationships between shared objects; i.e., shared objects could be contained in other shared objects or reference other shared objects.

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